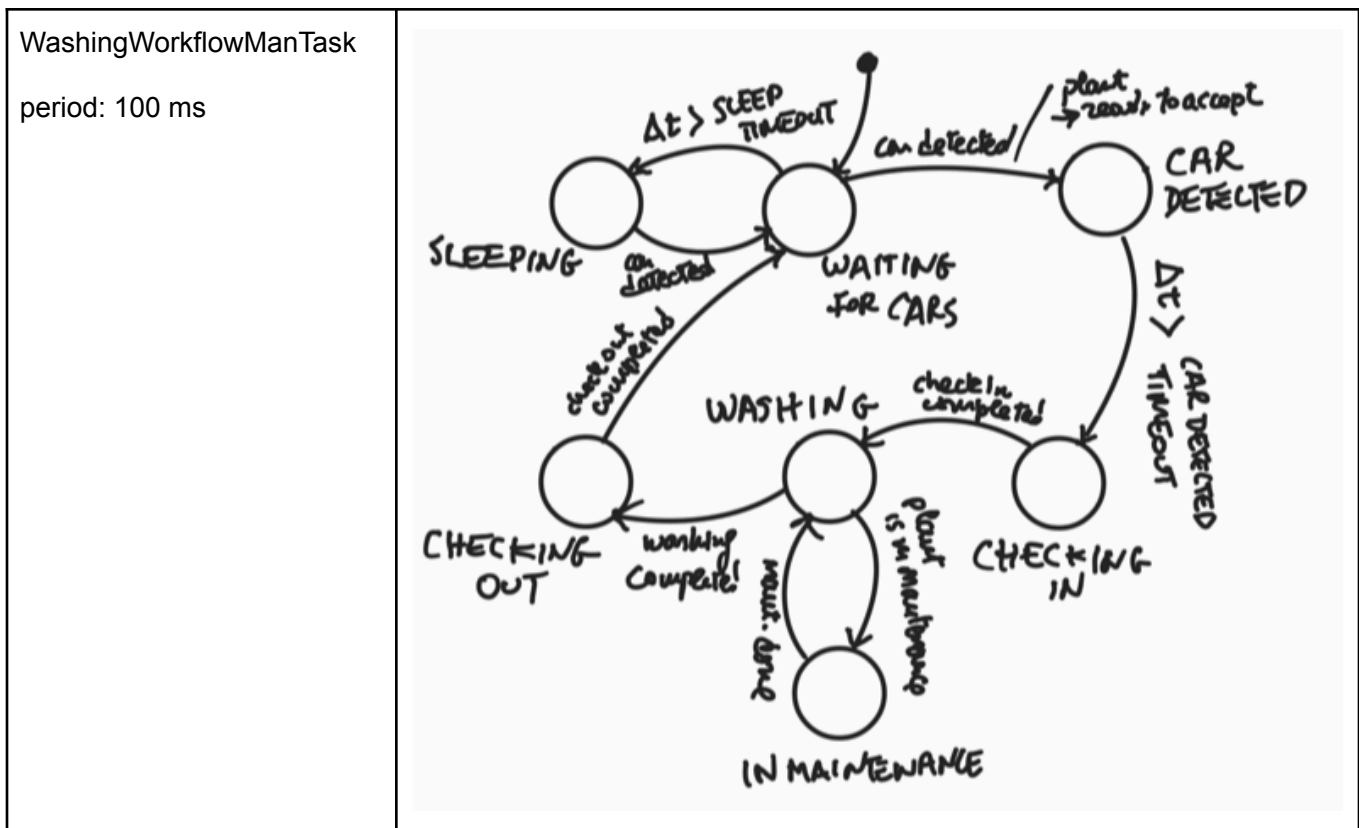
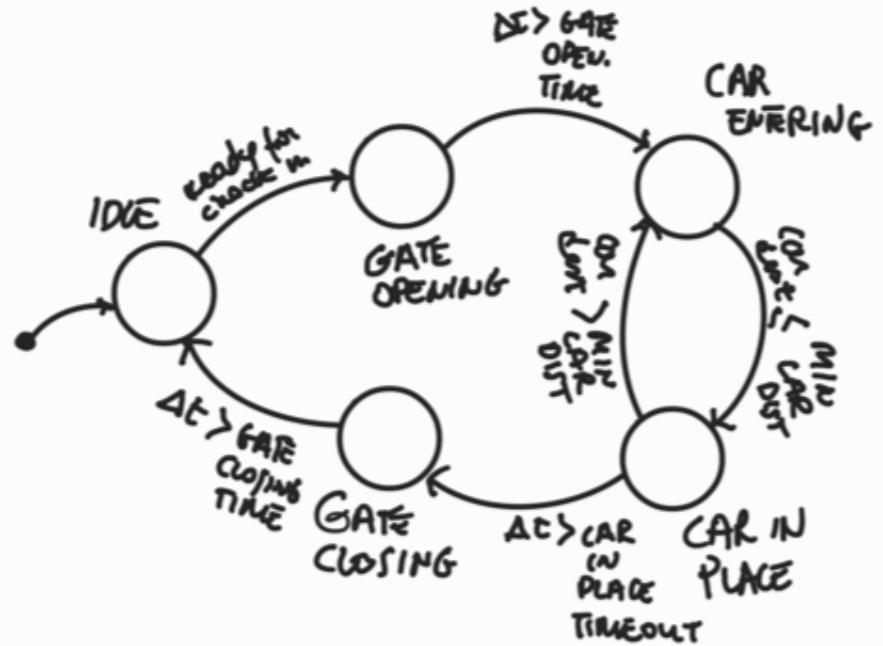


- **WashingWorkflowManTask**
 - main task, managing the global workflow of a car washing process
- **CheckInTask**
 - task controlling the check-in stage
- **WashingTask**
 - task controlling the washing stage
- **CheckOutTask**
 - task controlling the check-out stage
- **TelemetryTask**
 - task sending telemetry data to the dashboard
- **CheckInBlinkTask**
 - task blinking a led during the check-in stage
 - activated and deactivated by CheckInTask
- **WashingBlinkTask**
 - task blinking a led during the washing stage
 - activated and deactivated by WashingTask

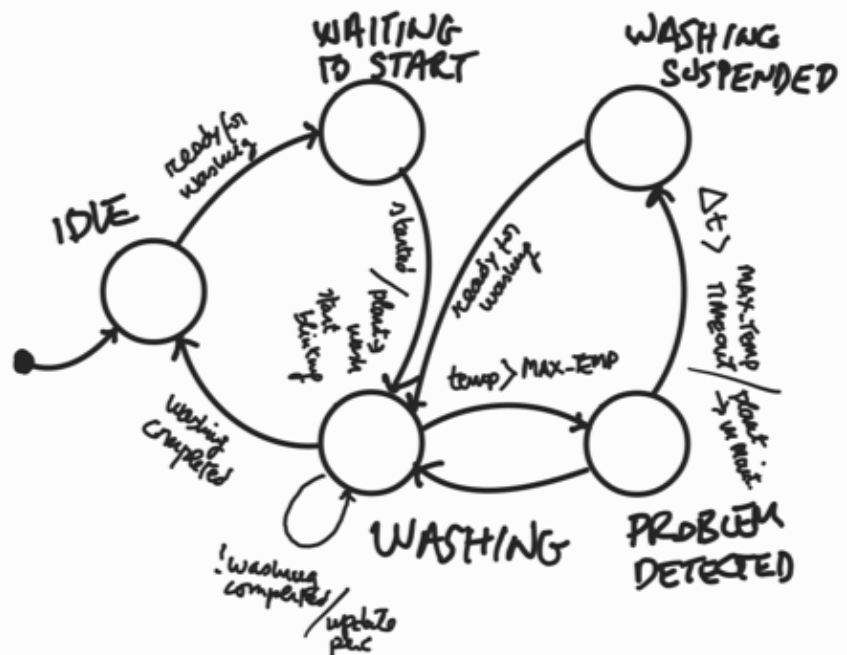
Task behaviour (and code) is described by the synchronous FSM represented in the following:



CheckInTask
period: 200ms



WashingTask
period: 100 ms



<p>CheckOutTask</p> <p>period: 200 ms</p>	
<p>TelemetryTask</p> <p>period: 500 ms</p>	
<p>BlinkTask</p> <p>period 100 ms</p>	

Besides tasks, the set of main components of the system includes:

- **CarWashingPlant** (src/model/CarWashingPlant.h, src/model/CarWashingPlant.cpp)
 - main entity of the model, representing the plant, shared among tasks

- highlights
 - it has a state
- **UserConsole** (src/UserConsole.h, src/UserConsole.cpp)
 - component used to enable interaction with users

PC dashboard subsystem

Main components of the dashboard subsystem:

- **MonitoringAgent**
 - active component receiving messages sent on the serial, to update the view
- **SmartCarWashingDashboardView**
 - view part of the application with proper text fields to visualise the state of the plan
- **SmartCarWashingDashboardController**
 - manage events from the view, sending messages to the Arduino subsystem
- **LogView**
 - part of the view where log messages are routed by the MonitoringAgent.
 - Log messages starts with "lo:" prefix, while application-level messages have the "cw:" prefix